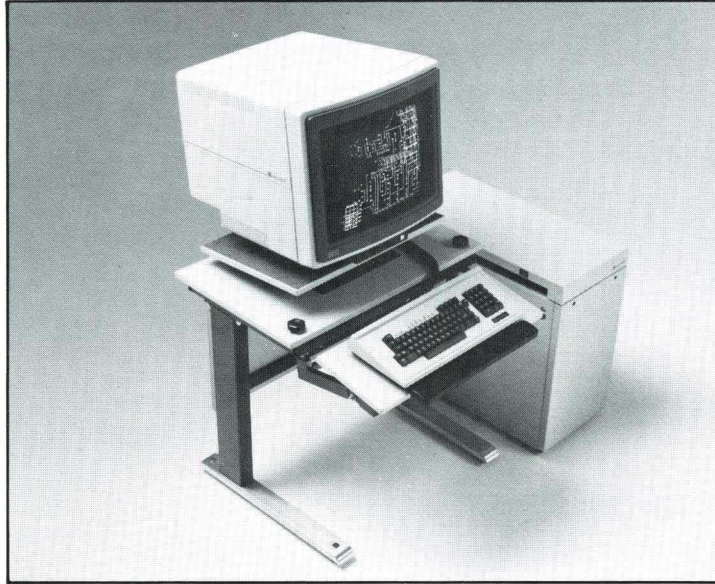


The WHIZZARD[®] 3355 B



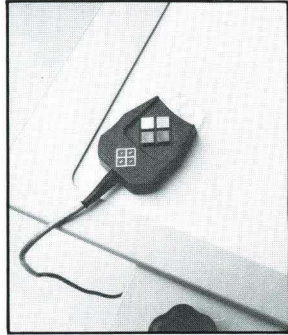
The Whizzard 3355 is a computer graphics system that combines top price/performance value with a high resolution color raster display, 2D and optional 3D real-time dynamic transformations, multiple viewports, continuous zoom/pan and a Graphics Engine™ for high speed performance. The graphics processor has a throughput of 400,000 2D absolute vectors per second. The Graphics Engine, utilizing efficient dual bus architecture and a surface processor module, fills 40,000 polygons per second.

The 3355's 19" 1024 x 1024 monitor is superior in color clarity and sharpness. The 60 Hz non-interlaced refresh rate eliminates flicker and, combined with the clarity and sharpness, results in greater productivity.

This full-function graphics system supports a broad range of graphics applications, especially in the areas of mechanical and electronic CAD, simulation, or command and control. The Whizzard 3355 features an

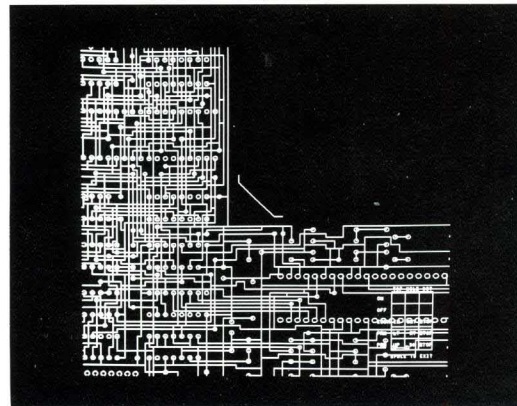
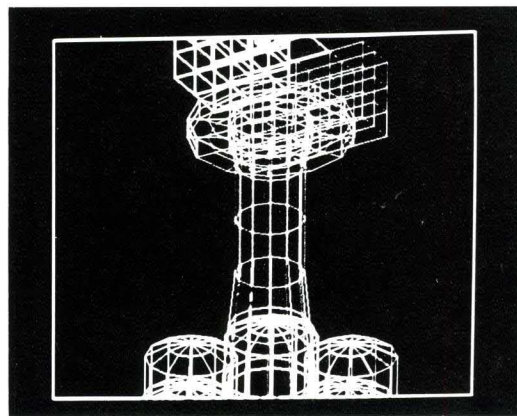
RS232C interface, with its own 16-bit processor and 256 K byte local RAM, which offloads the host computer and supports local memory management. Megatek's proprietary local processor with host interface supports data transfer rates up to 19.2 K BPS. An IEEE-488 parallel interface is optional.

The 3355 is software compatible with all Whizzard graphics systems through Megatek's WAND™ and TEMPLATE® software. WAND is a multi-level graphics software product that gives full software programming support to all Megatek™ Whizzard products. TEMPLATE is a device independent, device intelligent high-level general purpose graphics and data display software package for 32-bit or larger computers. It provides the routines needed to create, display, modify and save graphics information for a variety of applications in either two or three dimensions. A wide variety of third-party applications software is also available for use on the 3355.



Standard features on the Whizzard 3355 include:

- 19" 1024 x 1024 60 Hz non-interlaced monitor
- 16 simultaneously displayable colors out of a possible 4096
- Complex 2D graphics transformations (rotate, translate, continuous scale, clip)
- 8086 local processor with serial interface
- Ergonomic keyboard
- VT-100™ emulation
- Tower module housing Megatek's Graphics Engine™
- 4014 emulation



Optional features include:

- Parallel IEEE-488 interface
- 3D Hardware clip, rotate, scale, translate
- Surface fill processor
- Color hardcopy
- Additional vector memory
- WAND software
- TEMPLATE software
- Graphics tablet and digitizer
- Joystick
- Pick module
- Function switches and control dials

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